Last lecture

Random Variables (RV)

- Probability Mass Function (pmf)
- Mean and Variance (Ch 2.2)

Agenda

Random Variables (RV)

Mean and Variance (Ch 2.2)

Conditional Probability (Ch 2.3)

- Motivation
- Examples
- Solver

Law of Total Probability (Ch 2.10)

Variance and Standard Deviation

Mean is important... but not complete enough

• Variance Var(X) is how PMF spreads apart from μ_X

•
$$Var(X) \triangleq E[(X - \mu_X)^2] = E[X^2] - (E[X])^2$$

$$V$$

$$V_{XX}$$

unit². e.g.
$$m^2$$
 if $x = ?m$

Variance and Standard Deviation

Standard deviation $\sigma_X \triangleq \sqrt{Var(X)}$; $Var(X) = \sigma_X^2$ σ_X is of the same unit as X $Var(X+c) = E[(X+c) - E[X+c]]^{2}$ Var(ax) = a2 Var(x) = ET a2

$$Y = X + C \quad Var(Y) = E[(Y - E[Y])^{\frac{1}{2}}]$$

$$= E[(X + C)] = E[(X + C)]^{\frac{1}{2}}$$

$$= E[(X + C)] - (E[X] + C)^{\frac{1}{2}}]$$

$$= Var(X) = 4 \quad Var(X)$$

$$= Var(X) + (X_1 + X_2) - M_{X_1} - M_{X_2})^{\frac{1}{2}}]$$

$$= Var(X_1) + Var(X_2) = 2 \quad Var(X)$$

Standardized RV



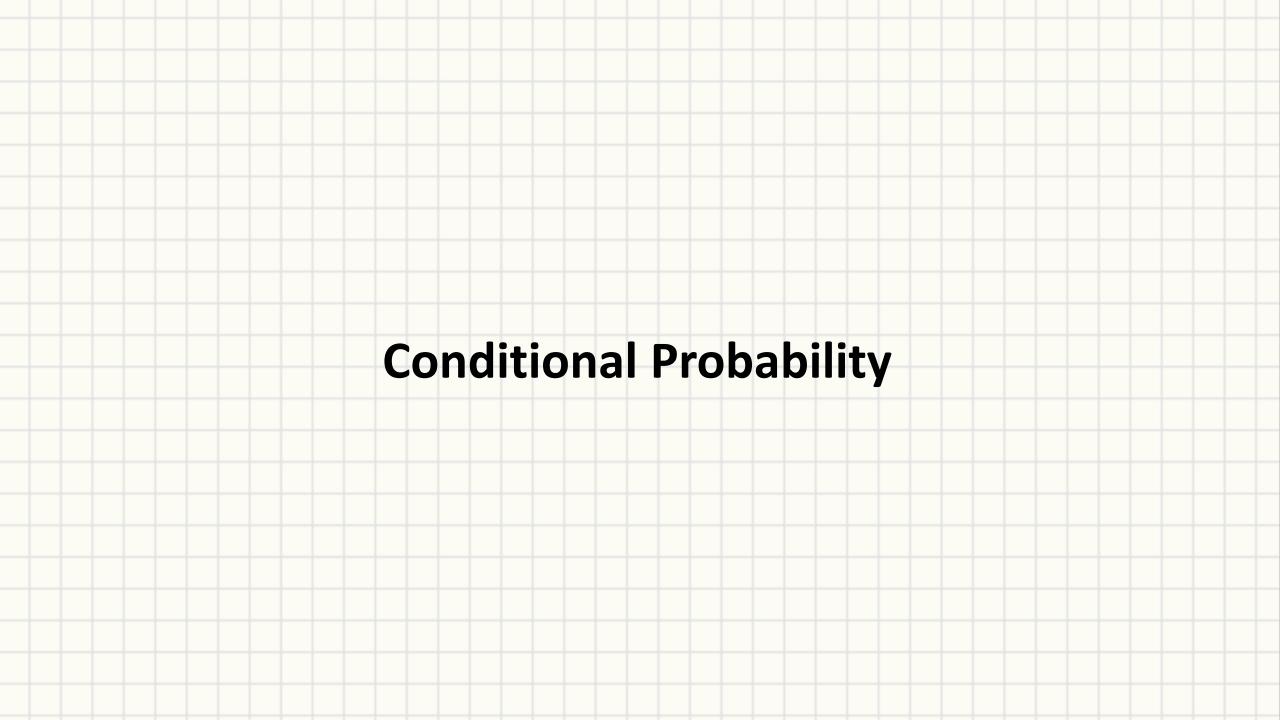
For any RV X

• $\frac{X - \mu_X}{\sigma_X}$ is a Standerized RV – Mean 0, variance 1

$$Var\left[\begin{pmatrix} x \\ 6x \end{pmatrix} - \begin{pmatrix} x \\ 6x \end{pmatrix} - \begin{pmatrix} x \\ 6x \end{pmatrix} + \begin{pmatrix} x \\ 6x \end{pmatrix} - \begin{pmatrix} x \\ 6x \end{pmatrix}$$

Mean JJx E[J+(x)] = J+(E[x]) S=[ax+c] = aE[x]+cVar(x) $Uar(ax+c) = a^2 Var(x)$ Yar (X+1) = Var X + Var Y.

if X, Y are independent.



Motivation

- \rightarrow The probability of B happens given A happens
 - $P(\text{ pair of socks are same color }) \text{ given } S_1 = B$
 - P(I win Texas Hold'em) given X = Ace + Ace
 - P(I pass 313) given I skip HW1...
 - Why do we need conditional probability?
 - Analyze the relationship between two events
 - Find the optimal solution to make an event probable

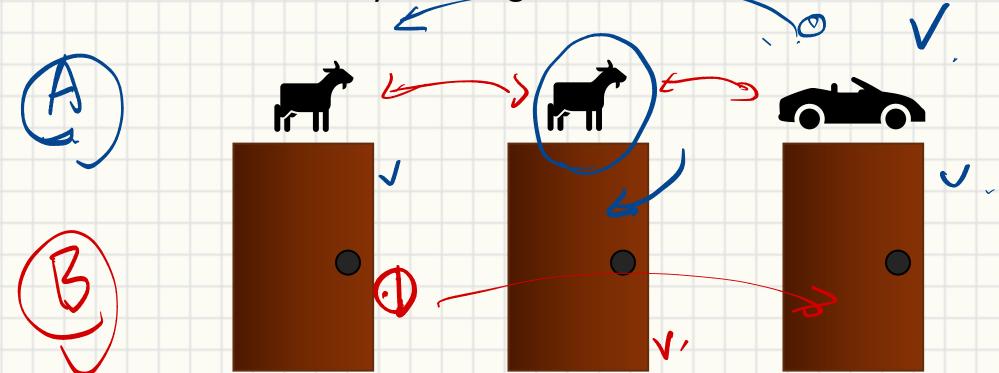
Examples

P(win | X1) 50 (3) 33%

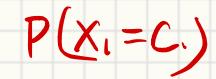
3 doors problem

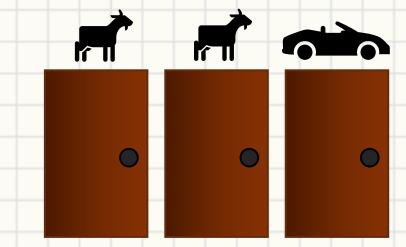
- 3 closed doors 1 leads to a car, the others lead to goats
- After you choose one, the host will open a "Fail" door

Should you change the door?



Examples





- Never change

 - $P(W|X_1 = C) = |OV\%$ $P(W|X_1 = G) = |O\%\%$
- (P(W, X, =c) = 100%x3

- Change
 - $P(W|X_1=C)=0\%$
 - $P(W|X_1=G)=100\%$
- What if there are 4 doors... 2 cars and 2 goats? $= \frac{2}{3} = \frac$

2 C 2 G

S No changing. 50%

Change.
$$SP(W|X_i=G) = 100\%$$
 $P(W|X_i=C) = 50\%$
 $P(X_i=C)$
 $P(W,X_i=G) = 1 \times \frac{1}{2} = \frac{1}{2}$
 $P(W,X_i=C) = \frac{1}{2} \times \frac{1}{2} = \frac{1}{2} \times \frac{1}{2}$

Conditional Probability

$$P(B|A) = \begin{cases} P(A|B) & \text{if } P(A) > 0 \\ P(A) & \text{if } P(A) > 0 \end{cases}$$

$$\text{undefined} \quad \text{if } P(A) = 0,$$

Roll two dice, A = sum is 6; B = numbers are not equal $P(B) = ? P(B|A) = ? P(B^c|A) = ?$